



Data and Privacy File Guides

Apple Media Services: GameCenter Player Activities

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File name GameCenter Player Activities.csv

File description This file contains information related to user's interaction with Game Center.

Why Apple keeps this information Apple retains this information in order to understand user behavior and preferences, measure feature performance, and improve software design.

Field Name	Details
Achievements Title	The title of the achievement
Allow Contact Lookup	Whether the user enabled the Allow Finding By Friends feature
App Name	The App from which the user action was taken
Apple ID Number	The Apple account identifying number
Application ID	The application Bundle Identifier
Challenge ID	A randomly generated challenge identifier (unique for challenge)
Challenge Type	The type of challenge, and whether it is Score-based or Achievement-Based
Current Opt-In Status	The user selected opt in status (e.g., not selected, allowed, denied, removed)
Device Identifier	Identifier for the user's device
Environment	The server environment from where the activity originated
Event Date	The date and time on which the activity occurred
Event Post Date	The date and time on which the event posted to Apple's servers
Event Type	The user action taken on an app (e.g., click, search, enter, exit, etc.)
Friend Candidate List Count	The count of (Game Center) friend suggestions which are from the user's contacts
Friends	List of nicknames of a user's friends
Friends Count	The number of friends
Friends Count Opted-In	The number of friends opted in with friends

Field Name	Details
Friends Score	Score for Game Center user's friends based on Game Center activity
Game Ratings	The user rating of the game (0-5)
Hardware Family	The hardware family that the content event originated from (e.g., iPhone, MacBook Pro, smartTV)
IP City	The city from which the action occurred, as determined by the user's IP address
IP Country	The country code from which the action occurred, as determined by the user's IP address
Is Child Account	Whether or not the profile is considered to be a child account (under 13 years old or applicable minimum age)
Language	The language of the requesting device
Leaderboard Name	The achievement or leaderboard identifier from which the user action was taken
Leaderboard Score	List of user scores in the leaderboard (a user can have up to three scores per leaderboard, based on the time scope: daily, weekly, and all-time)
Matchmaking Session ID	A randomly generated matchmaking identifier (unique for each match)
Media Type	The type of media (e.g., audio, iPhone)
Media Version	The specific version of a user's device
Network Connection	The type of network connection during the event (e.g., -1 - Unknown, 0 - WIFI, 1 - Cellular)
Operating System	The submitting OS version
Participant Relationship	The Network Address Translation type during the event (e.g., 1- Open, 2 - Restricted, 3 - Symmetric, 4 - Closed, 5 - Closed TCP, 6 - Closed SSL, other - Unknown)
Participants	List of all invited players who participated in the multiplayer session
Percentage Complete	The progress of an achievement
Player Count Max	The maximum number of players for the session
Player Count Min	The minimum number of players for the session
Player Relationship	The relationship between a player and another player

Field Name	Details
Player Relationship Type	The relationship type between players
Previous Opt-In Status	The user previously selected opt in status (e.g., Undetermined, Allowed, Denied, Removed)
Privacy Setting	The user specified profile privacy settings
Session ID	A randomly generated session identifier
Store Front	The country store front in which the user's action occurred
Token	The authentication of the token type
Turn-Based Action	The user's action taken on a friend invite or turn-based game (e.g., CreateSession, Complete, Get, Cancel, Use, Reject)
Turn-Based ID	A randomly generated turn-based game session identifier
Turn-Based Number	The turn-based game turn number
Turn-Based State	The state of current turn-based game session (Active, Complete, ActiveMatching, Matching)